

DOVER

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- A. Gather 3-5 players who have at least a moderate degree of mutual trust.
- B. Have each player attempt to think of a situation that they didn't handle particularly well, preferably an encounter where they regret their words or actions or wish things had gone differently.
- C. This is your chance at a do-over, at least in the fiction of the game.
- D. Take turns serving as the lead player.
- E. First, have the lead player share their memory:
 - frame the situation in general (what happened?)
 - describe the other people who were involved and their motivations, though you don't need to share their names
 - say how things went in real-life
 - say something about how you wish they'd gone
- F. Then, assign roles and actually play out the encounter, replaying it as many times as you need—pausing and rewinding whenever the lead player wants. Do things differently. Say the things that should have been said. Try out different approaches if you're not sure exactly how you should have handled it or how they might have reacted.
- G. Once you've explored the situation as much as you want to or need to:
 - thank the other players
 - maybe take a short break
 - let another player take the lead (go back to E).